Communication is Important in Videogames

My name is Evan Spytek. I'm a fifteen year old high school student, and I've been playing the Xbox360 for about a year and a half now. One of my favorite parts of the Xbox360 is being able to talk with people that live in different places. I even talk with people that live all the way on the other side of the world. It's fun to make friends this way so that later I might actually be able to travel and meet them. Communicating with people is the awesome part about the Xbox360 and one of the main reasons I like it.

On an Xbox360, the whole experience of it would be completely boring without being able to communicate and make friends. Playing and talking with people that you know or that you can cooperate with is what makes the whole experience of a lot of games, like First Person Shooter (FPS) and Third Person Shooter games (for example, Battlefield 3 and Ghost Recon Future Soldier).

In Ghost Recon Future Soldier, you play a role where the person uses the best weapons in the field for stealth, information, and team communication. In the multiplayer part of the game, you don't have large satellites and people to give you scans of an area. All you have are your weapons, grenades, equipment, and hopefully cooperative teammates or friends to help. The equipment that you can use in the game are things like ammo packs, UAV's and OTR Scanners. Once you put down something like an ammo pack, it's important to let your team know where it is or it won't ever get used because they won't know where to find it. With UAV's, you can spot enemy players and tell your teammates about them. If you can't communicate with them, your teammates will probably get attacked and killed because they can't see the enemy silhouettes themselves.

In Battlefield 3, there are four player classes: Medic, Support, Engineer, and Scout. If you are a medic, you can put down med packs. If you can't ask your teammates if they need them or communicate the location of the packs, they won't be effective because you might put them down where your teammates can't use them. The same goes for the support class's ammo box. With the engineer and scout classes, it's a little different. They don't put down packs like the first two classes. The engineer will be equipped with a repair tool and a launcher. When a vehicle is in the area, an engineer is the more ideal person to deal with it since he's a demolitionist. But if you can't communicate and tell the engineer where the vehicle is, then it's hard for him to help you. If you need someone to repair your vehicle but you can't tell any of the engineers what you need, no one will come to help you unless they can see this for themselves. The scout can be equipped to have a UAV drone and get another view of the battlefield to let people know where the other players are, but if you can't tell anyone where they are then it won't be effective.

These are some examples as to how communication is important in gaming. If you can't communicate when gaming, you really can't make progress or get things done which is what makes the experience fun, satisfying, and worthwhile.